

## REGISTER OF CLASSIFICATION DECISIONS

Date of entry in Register:	08 December 1999
Name of applicant/court:	Secretary for Internal Affairs
Applicant to the Labelling Body:	Not Applicable
Title of Publication:	Redneck Rampage
Other Known Titles:	Not Stated
Director:	Not Stated
Producer:	Interplay Productions
Publisher:	Not Applicable
Author:	Not Applicable
Format:	Computer Game
Country of Origin:	USA
Language:	English

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**Components of film originally examined:** Not Applicable.

Feature:	Running time:
Trailers:	Running time:
	Total Running time:

Excision/Alteration: Not Applicable.

Reason(s) for Excision:

Not Applicable.

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Classification Decision:

Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.

Display Conditions:

When the publication is in its inactive state:

Nil.

When the publication is in its active state:

The film must be publicly displayed only in premises, or a part of premises, set aside for the public display of restricted publications (whether or not articles other than restricted publications are also displayed in those premises or that part of those premises).

Descriptive Note:

Contains violence and offensive language.

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Direction to issue a label has been given on: 06 December 1999

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**SUMMARY OF THE REASONS FOR DECISION:**

The computer game entitled *Redneck Rampage* is classified:  
Objectionable except if the availability of the publication is restricted to persons who have attained the age of 16 years.

*Redneck Rampage* is an action adventure game played on a personal computer. It is set in rural USA with stereotyped characters and associated humour. The object of the game is to find clues and keys to advance to the next level and eventually through the entire game. To achieve this the player must kill many characters who wish to stop progress. On many occasions the player's character makes short sharp statements which contain offensive and colloquial language.

The depictions of violence in the game are extensive but lack degree because they are represented unrealistically. Violence is inflicted through a variety of weapons which can take several shots to kill or which can explode an attacker into small pieces with one shot. Blood splatters from victims but is not particularly realistic. The sound effects of the weapons are, however, realistic.

The use of offensive language is also extensive and is consistent with the setting of the game. It is not extreme but is an automatic part of game-play therefore has an impact from its extensive and uncontrollable use.

The right to freedom of expression under the New Zealand Bill of Rights Act 1990 was considered in regard to the restrictive classification of the game. The Office of Film and Literature Classification is confident that the classification it has imposed is a reasonable limit on the freedom of expression given our application of the statutory criteria, and that “free and democratic” societies would be concerned to limit the availability of publications with this content.

OFLC Ref: 9901569